LOOK FOR

ALL-STAR
BASEBALL
2000

Derek Jeter
2-TIME WORLD SERIES™ CHAMPION

A<<laim
SPORTS

INSTRUCTION BOOKLET

WWF
ATTITUDE
Get It!

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SPORTS

NINTENDO⁶⁴

WWF
ATTITUDE
Get It!

A**K**laim®
SPORTS

Contents

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.

2. Insert your ⚡ATTITUDE™ Nintendo® 64 Game Pak™ into the Control Deck as described in the instruction manual.

3. Insert Controller into Controller Socket 1.

Note: Attitude is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak™ (sold separately).

5. Slide the POWER switch to ON.
   (**IMPORTANT:** make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

Control Stick Function

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.
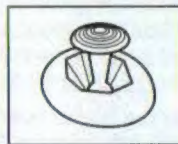
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Do You Have ATTITUDE?

When it comes to competing against the elite athletes of the World Wrestling Federation, you better have Attitude! Because these mat maniacs don't back down from any challenge. They don't fear any fight, and WF ATTITUDE has more ways to battle than you ever dreamed of! If you want to challenge the best, you better bring something extra to the ring. It takes more than knowing powerful special moves and humiliating finishing moves. It takes more than a willingness to take on the crushing blows of the long and wrenching Career climb, or mad melees like Gauntlet, King of The Ring or Cage matches. You need a certain pride, a certain arrogance, a deep feeling in your guts that you're the best grappler in the ring. You gotta be rude, crude and in the mood to feud: you need Attitude!

WF ATTITUDE.
Get It!

A note about Gender: Throughout this booklet, small effort has been made to make the text "gender neutral". You know, littered with "his or her wrestler" and the like. If you're among the many females who love wrestling, you may have the great sense and good grace to pardon these lapses and realize that deep down, it's not simply about men or women or even someone like Goldust—it's about the joy of great big people beating up on other great big people! Thanks, man.

Starting/Menus

On the Title Screen, press **START**. You will go to the Main Menu.

MENU CONTROLS

UP/DOWN	Highlight menu item
LEFT/RIGHT	Toggle highlighted menu settings
A BUTTON	Confirm selection/ next screen
B BUTTON	Cancel selection/ previous screen
START	Pause Game

Main Menu

Exhibition Try a variety of Exhibition matches.

Career Start here to begin your quest for wrestling's highest honors.

King of the Ring™ Get into the ring and battle up the ladder!

Pay-Per-View Create your own PPV wrestling spectacular!

Create/Edit Wrestler Any match is livelier when you use a custom wrestler!

Utilities Manage your Controller Pak, set options and Controller Configurations.
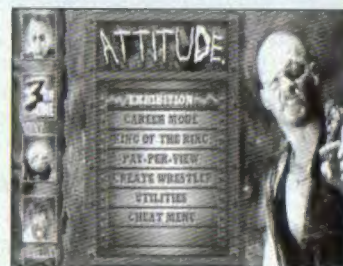
SELECTING SUPERSTARS

After selecting the number of players and the match type, it's time to select your superstar. Depending on the match type, you'll select the superstar you want to control, those the computer will control or have random ones assigned. In Career mode, you select a superstar (2 in Tag Career) to guide through an entire season. In all other matches, Player 1 selects CPU superstars.

Note: In case you were wondering, CPU is geekspeak for Central Processing Unit, the main brains of a computer. In this manual, it means a computer-controlled superstars.

CUSTOM WRESTLERS

If you've created and saved any wrestlers in Create a Wrestler (see page 18 for details), you can load them for use in any game mode.

OPTIONS

Available options change depending on the type of mode and match you select. Below is a list of options.

MATCH OPTIONS

HARDCORE MATCH Make weapons available during your selected match, and no count out.

CAGE MATCH Turn the cage on during some selected matches.

LAST MAN STANDING Once an opponent gets knocked down, a counter. will count to 10. If the number reaches 10 before the superstar can stand back up, he loses.

FALLS ANYWHERE This allows players to be pinned outside ring.

TOUGHMAN MATCH This option is for the 2 on 1 and 3 on 1 game modes. If toughman is ON, the disadvantaged superstars must pin all of his opponents, not just one.

WIN MODIFIERS

IRON MAN MATCH Turn winner of the selected match is the player with the most pins within a specific match length.

I QUIT MATCH A player can only win by forcing the opponent to submit.

FIRST BLOOD The winner is the first player to cause the other to bleed (if Blood option is turned on under Utilities).

FINISHER ONLY The player can only win by using his finisher on the opponent.

2 OUT OF 3 VICTORIES The player must meet the win conditions 2 out of 3 times to win the match.

GAME OPTIONS

PREMATCH OPTIONS

SIMULATION This allows the players to watch the match as opposed to play the match.

ANNOUNCER Allows the player to turn the announcers on or off.

ARENA Allows the player to select the arena he/she wants to play in. The choices include: House, Raw, Heat, and Custom arenas.

TIME OF THE MATCH This can be set from 1 minute up to 60 minutes or play with no limit.

TKO If this is on, the match will end after a player has taken a specific amount of damage.

Match Statistics

At the end of each match the game will compile statistics about the match that was just fought. There are two screens you can view.

FIRST SCREEN

WINNER Displays which player won the match.

MATCH LENGTH Displays how long the match took in minutes.

MOVE CHART Graphic display of how much you're using specific moves, broken down by category.

SECOND SCREEN

The second screen offers even more statistic detail, including your total chants, taunts, submission attempts, reversals, damage moves, victories—just take a look for yourself!

DEFAULT CONTROLS

SWITCH FOCUS/PICK UP OR PUT DOWN WEAPON/ BREAK PINS AND HOLDS

TIE UP/PIN/TAG PARTNER

DODGE/BREAK PINS AND HOLDS

CLIMB TURNBUCKLE/ CLIMB IN OR OUT OF RING

RUN

BLOCK

KICK

PUNCH

MOVE SUPERSTAR

SWITCH FOCUS/PICK UP OR PUT DOWN WEAPON/BREAK PINS AND HOLDS (Z BUTTON)
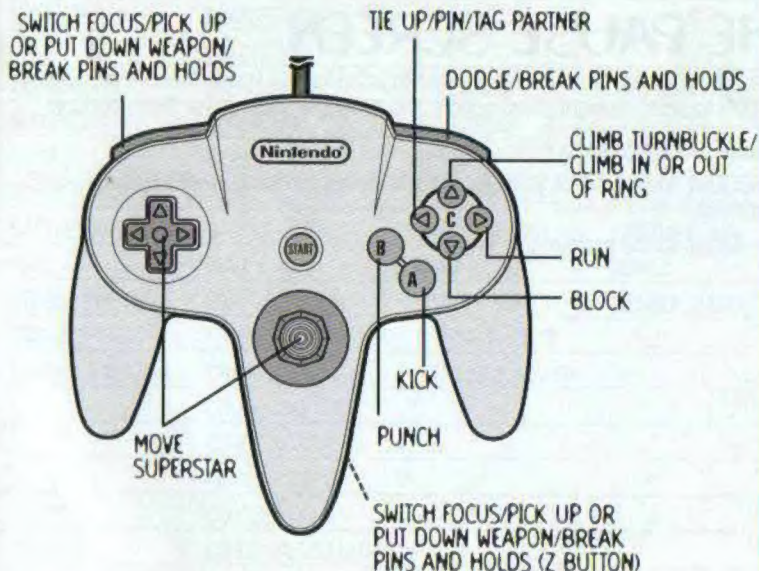
THE SQUARED CIRCLE

POWER METER

Green You're in great shape—try anything!

Yellow You're tired. You'll have to really start to mash the buttons to escape holds and submissions.

Red You're in danger—you can be pinned! Watch out for finishing moves!

SUPERSTAR NAME TIME REMAINING

POWER METER

HEALTH METER

TIE UP METER

TIE UP METER

As a wrestler scores hits, the small box next to the wrestler's name turns different shades of blue. The more blue the box is, the greater the advantage during a tie up.
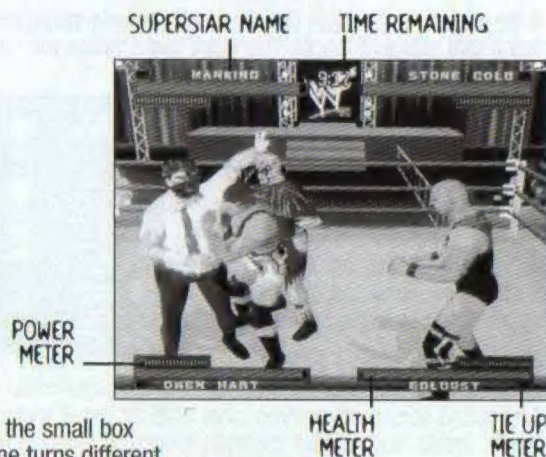
THE PAUSE SCREEN

Press **START** at any time during a game to bring up the Pause Menu. Press the **A BUTTON** to select a highlighted option, and to toggle settings for these options:

Resume Back into action!

Moves List View a list of your superstar's moves for the current situation—and the controls!

Quit Return to the main menu.

GAME MODES

offers an incredible array of wrestling modes. In fact, too many of them, if you ask me, which you didn't, but I'm writing this, not you, so I can say what I want, and I say there's just too many of them! You don't believe me? Just take a look!

1 Player	2 PLAYER	3 PLAYER	4 PLAYER
CAREER	CAREER	CAREER	CAREER
TAG TEAM CAREER	TAG TEAM CAREER CO-OP	TAG TEAM CAREER CO-OP	TAG TEAM CAREER CO-OP
	TAG TEAM CAREER COMP	TAG TEAM CAREER COMP	TAG TEAM CAREER COMP
			TAG TEAM CAREER CO-OP/COMP
VS	VS		
TAG TEAM	TAG TEAM	TAG TEAM	TAG TEAM
TORNADO	TORNADO	TORNADO	TORNADO
1 ON 2	1 ON 2	2 ON 1	
1 ON 3	1 ON 3	3 ON 1	3 ON 1
LUMBERJACK	LUMBERJACK		
GAUNTLET	GAUNTLET		
TAG GAUNTLET	TAG GAUNTLET	TAG GAUNTLET	TAG GAUNTLET
SURVIVOR	SURVIVOR	SURVIVOR	SURVIVOR
SERIES	SERIES	SERIES	SERIES
ROYAL RUMBLE	ROYAL RUMBLE	ROYAL RUMBLE	ROYAL RUMBLE
BATTLE ROYAL	BATTLE ROYAL	BATTLE ROYAL	BATTLE ROYAL
WAR	WAR	WAR	WAR
STABLE MATCH	STABLE MATCH	STABLE MATCH	STABLE MATCH
TRIPLE THREAT	TRIPLE THREAT	TRIPLE THREAT	
TRIANGLE MATCH	TRIANGLE MATCH	TRIANGLE MATCH	
	CO-OP TAG TEAM		
	CO-OP TORNADO		
	CO-OP 2 ON 1		
	CO-OP 3 ON 1	CO-OP 3 ON 1	
	CO-OP TAG GAUNTLET		
	CO-OP SURVIVOR		

CAREER

This mode is for the real wrestling fan, the kind of player who's not satisfied with simply beating a few frenzied freaks and calling it a day. In this mode, you go through an entire ✖ season, working up from a rookie in last place to winning the European Championship belt. After capturing that title, Career lets you continue to compete for the Intercontinental title belt, and once that's earned, the Heavyweight Championship belt. By the time you've played through the Career, you're among the elite who can beat just about anybody! After you've beat the CPU a few times, invite your friends over for a whipping, because this time around the Career can be played with up to 4 human players.

ABOUT CAREER MODE

You begin at the bottom, an untested rookie ranked 20th. You'll start off where all rookies start off: House shows. As you prove yourself and begin to move up in rank you can start to show your stuff on Shotgun Saturday Nights. If you keep winning, pretty soon, you'll find yourself flirtin' with the fans and TV cameras on Sunday Night Heat and Monday Night Raw. Ultimately, your skilled superstar will be eligible to compete in the coveted monthly Pay-Per-View matches, where you have a chance to prove yourself before the most devoted—and demanding—fans in the world. PPV matches include fan favorites like In Your House, King of the Ring, SummerSlam, Survivor Series, Royal Rumble, and of course the ultimate PPV, Wrestlemania! Once you're ranked #1, your next PPV match will be for an awesome honor: the European Championship Belt! If you win the belt, you'll keep your #1 ranking, and then have to defend your belt to prove you're not a paper champion. 5 successful title defenses will do the trick. You will then enter into the bottom (#15 ranking) of the Intercontinental competition, where reaching a #1 ranking insures you a chance at the Intercontinental Championship belt. Say you've earned the first two titles. Feeling pretty good, starting to believe you can beat anybody right? Well take a breather, brother, because you've got to start another round of competition if you want to prove you've got the complete package it takes to win the top belt: Heavyweight Champion!
Think you can take all three? Good luck!

FINE POINTS

House, Shotgun and Heat matches House shows are the beginning. Shotgun and Heat shows are televised but they don't include the same level of fanfare that a Raw or PPV would. These matches are worth 1 ranking point. They take place in smaller, less impressive surroundings. Hey, you gotta start somewhere, and for a beginner, that place is the bottom!

Raw is War™ This is the great televised Monday Night show you love. There is a random chance this match will be a specialty match. This type of match is worth 1 ranking point.

Pay-Per-View This is a special televised event. These matches have the most flash and include Superstar Intros. This type of match is worth 3 ranking points, so there's plenty on the line.

In Your House™ Compete against fellow superstars in a grueling specialty match.

King of the Ring™ This will be an 8 man tournament. This particular event doesn't end until the player has either lost 1 of the 3 matches or won all 3.

SummerSlam™ Random match types include: Weapons match, Cage match, Triangle death match, 2 on 1, tag team, Gauntlet, etc.

Survivor Series™ The player picks 3 superstars to join his regular superstar to create a 4 man team to fight against an opposing 4 man team. If the player's team wins, his/her superstar moves up in rank, even if the player's superstar was pinned during the match.

Royal Rumble™ This is a 30 person, last-one-still-in-the-ring-wins match. If the player wins this match they are automatically catapulted to a rank of 1st, earning them the right to wrestle for the belt at the next PPV, depending on the situation.

WrestleMania™ This is a regular match. It is only played when a player is attempting to win the Heavyweight belt.

The Multiplayer Career

In a multiplayer version, there is an initial War match to place players in slots from 20th – 17th for 4 players (the winner is ranked 17th). After that, each player in rank order fights in a House match against a randomly selected CPU or human player. Losers are deducted 1 rank and winners are advanced 1 rank. Shotguns are used to break ties. If there are no ties, they are treated like House shows. Raw matches are always 4 player War matches and worth 2 points to the winner and –1 to the losers. When a player is ranked 1st he must fight in a war match versus the other human players to prove why he is the number 1 contender. If he wins, he will have the chance to take on the multiplayer career champion for the Heavy Weight belt. If that #1 ranked player loses, the player's ranking is deducted by 3. All other superstars advance 1 rank.

TAG TEAM CAREER

The Tag Team Career is similar to the regular career mode, except all matches are tag matches, as your team battles to gain the Tag Team Championship belt. This match can be played with the players on the same team or on separate teams.

Exhibition Mode

Choose from a range of different matches and get ready for fast action!

VERSUS

This is the classic 1 on 1 match. Each player selects 1 superstar and they face off. The match continues until the rules set up by the player have been satisfied.

TAG TEAM

Tag team is a match that requires 4 superstars. Under regular rules this match would end as soon as a legal superstar has been pinned. Two superstars are outside of the ring standing on the apron kitty corner from each other. It is a 2 man team with only 1 man being able to stay in the ring legally. The illegal superstar has to stay outside on the apron until he is tagged. Once the legal man tags the illegal man, their positions switch.

The illegal man can enter the ring, but only for a count of 5 seconds. When the 5 seconds are up, the illegal man must then exit the ring and stay back in his team's corner. This time meter will slowly fill back up to 5 seconds. However, the illegal man is free to come into the ring at any time as long as there is some in-ring time left on his meter.

To tag a team mate Walk over to the superstar and press Tie Up (C ◄ BUTTON) to tag, then BLOCK + DODGE to call in your partner.

2 ON 1

In this mode, 2 players face off against a single foe. The individual superstar must fend for himself while the other two superstars are free to pummel at will. The teamed superstars are free to attack the single superstar as much as they like and are not restricted to a tag format. Under normal circumstances, the match will end when a superstar from 1 team has pinned a superstar on the other team. The disadvantaged superstar doesn't need to pin both superstars.

3 ON 1

If 2 on 1 is too easy for you, try 3 on 1! The rules are the same, but the odds are much worse!

TORNADO

This mode features 4 superstars in the ring at once in a 2-on-2 match without tag team rules. The match ends when both people on one team have been eliminated. When 1 person is eliminated, the match becomes a 2-on-1 handicap match. The eliminated player can continue to wrestle outside of the ring on the floor, so beware!

LUMBERJACK

In this mode, 2 players face off in the ring. There is a catch, however. Outside the ring are 2 CPU controlled superstars eager to pound any poor, unsuspecting, superstar who finds himself outside of the ring.

Select your superstars, then choose 2 CPU lumberjack players who stay outside the ring on opposite sides. The rules for the match are a cross between a VS. match and a Royal Rumble. You can still pin like a VS. match but you also have the extra throw-over-the-ropes moves available in the Royal Rumble. The CPU superstars outside the ring do not interact in any way with the superstars inside the ring—as long as the in-ring superstars remain inside the ring and are careful not to find themselves within grabbing distance of either CPU superstar outside the ring! Once the superstars inside the ring wander outside it, they'd better have their affairs in order! The CPU superstars outside the ring are just waiting to pounce on anybody that gets thrown over the ropes or is stupid enough to walk outside the ring. Both CPU superstars outside the ring will focus on anyone outside the ring. If more than 1 superstar is outside the ring the CPU superstars will each pick a different opponent. The CPUs will beat on their opponent until they have stunned them or the opponent gets back into the ring. Once the opponent is stunned, the CPU superstars will throw the opponent back into the ring. CPUs have unlimited health and are always on 100 difficulty—really fair, eh? Ouch! This style of match will keep any crybaby opponent or annoying friends from constantly running away from you, as any player that gets close enough to the ropes risks being pulled out and stomped by the lumberjack superstars! Timber!

GAUNTLET

In this mode, 2 players face off in the ring, but one opponent has a big advantage: one player is able to select a 4 man team! The player with a 1 man team must defeat all members of the other team. In a 1 player gauntlet, the user fights a CPU one-on-one until the CPU gets eliminated. Once the user has eliminated his opponent, another superstar appears that the user must fight. This continues until the user has successfully beaten 4 CPU opponents.

TAG TEAM GAUNTLET

This mode is similar to a regular gauntlet mode, but with a teammate. In this mode, the player and his/her teammate fight a teamed-opponent. As the enemy superstars are eliminated they are replaced with fresh teammates until all 8 superstars on the enemy team have been eliminated. If both the player and his/her teammate are defeated before they defeat the enemy superstars, the match is over. Tag Team rules apply.

SURVIVOR SERIES™

Only the STRONG survive! This mode is Tag team marathon match with 2 teams. Each team has 4 superstars and it's a fight to the finish. However, each team has his/her tag partner and 2 other teammates waiting in the wings. Whenever a superstar is eliminated, they are replaced with the tag partner on the apron and a teammate waiting in the wings comes in to become the new tag partner. The match ends when there is only 1 team left.

ROYAL RUMBLE™

The Royal Rumble is among the wildest spectacles in wrestling, a straight ahead, free-for-all with no pins, no submissions, and no count outs! You can't even leave the ring and fight outside. It starts out with 2 superstars grappling in the ring, with another superstar entering every 30 seconds. This continues until 4 superstars are in the ring at once. You eliminate opponents by throwing them over the top rope. Once a superstar is eliminated, another fills that spot until all 30 superstars have been in the ring. When the Rumble is over, a stat screen will come up showing how many times you eliminated someone, how many times you were eliminated, and how much in-ring time you had. The winner is the last man in the ring. The Royal Rumble also lets you select superstars for all 30 superstar slots if you want.

BATTLE ROYAL™

The rules for Battle Royal are exactly the same as the rules for Royal Rumble with the following exceptions: all 4 players start in the ring at the same time and there are only 4 superstars. The match ends when there is only 1 superstar left in the ring.

WAR

There are 4 superstars in the ring at once in a free-for-all style. The match ends when there is only 1 superstar left. Once a superstar has been eliminated, he/she is forced outside of the ring. Elimination is by submission or pinfall.

STABLE MATCH

Same as WAR only each player has a team of 4 superstars. When a player gets pinned, his/her superstar leaves and a new one comes out until all his/her superstars are eliminated. The match ends when there is only 1 superstar left in the ring and all of the other teams' superstars have been eliminated. Also, the last member of each team is allowed to remain outside the ring and fight with any other superstars outside the ring or superstars that he/she drags from inside the ring to outside the ring.

TRIPLE THREAT MATCH

This type of match is very similar to a Vs. match. 3 people are in the ring at once in a free-for-all-format. The match ends after 2 superstars have been eliminated. The winner is the superstar that didn't get eliminated.

TRIANGLE MATCH

This match is similar to a Triple threat match. The only difference is once a person has been eliminated, the match is over and the victory goes to the person who pinned or submitted the eliminated person. This type of match prevents double teaming.

SOME SPECIALTY MATCH TYPES

In WF ATTITUDE™, you'll come across some truly brutal match types, which can show up at any time. You can turn on Hardcore and Cage matches in the Match Options. Here's a taste of what to expect, besides a lot of yelling and whimpering.

STEEL CAGE MATCH

The winner is the first superstar to climb out of the cage, usually leaving a helplessly beaten opponent lying on the mat below. If you think you can climb out to safety before your opponent is down, you'll soon have that faith shaken, friend, along with every bone in your body! The player can turn the Steel Cage on in the options before starting a match.

WEAPONS MATCH

In a Weapons Match, the rule book is just something to stand on to get a better view of the action! Just about any object can be used to punish your opponent. Your opponent will be thinking warmly of you, too, so be prepared to take on anything—including the kitchen sink! Weapons are turned on by selecting a Hardcore or Last Man Standing match.

King of the Ring™

In this mode, the superstars face off in regular Vs. matches in a playoff-style tournament. If a player wins, he/she advances to the next tier. The mode is complete when there is only 1 superstar left. On the options screen before each match, you can choose to simulate the upcoming match. If you choose simulation, you may then choose View Match or Sim Winner. Simulating a match will return the player to the tournament screen, with the winner advancing. Up to 8 human players can compete in King of the Ring tournaments. Player 1 will select all of the superstars. All players will wrestle using controllers 1 and 2.

Pay-Per-View

Want to re-live some of greatest wrestling matches ever broadcast? Ever wanted to create the perfect wrestling ticket? "Create your Own Pay-Per-View" mode is for you! In this mode you get to build a Pay-Per-View from the ground up. You can pick the name of the event, select the colors of the apron curtains—even choose between a House arena and a Pay-Per-View arena! You can also pick the type of matches for the Pay-Per-View, select the superstars who will participate in the Pay-Per-View and determine which superstars face which superstars—you're the big shot now!
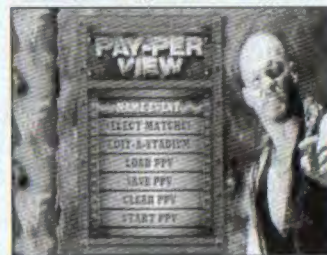
PAY-PER-VIEW SETUP

When you select Pay-Per-View, you'll come to the Pay-Per-View Setup screen.

NAME EVENT
Use your controller to give your Pay-Per-View a name. This name will appear on the apron. How about "Ring Toss"?
- **CONTROL STICK/PAD** to select a character.
- Press the **A BUTTON** to enter the character.
- Select **END** and press the **A BUTTON** when the name is complete.
- Press the **B BUTTON** to return to the PPV setup menu.

Select Matches There are 8 match slots available. You can use as many or as few of the slots as you like. When a slot is selected a pop up menu let's you choose Exhibition or King of the Ring style play. At the next screen, select how many players will compete, then scroll to the desired match and press the **A BUTTON**. Once you select a match type you'll go to the superstar select screen to choose the superstars for that particular match. Press the **B BUTTON** to cancel a selection and go back to a previous screen.

EDIT A STADIUM
Customize the look of your PPV spectacular!

Stadium Select where you want the action to take place.

Arena Lights Use the right light color to set an atmosphere of fear!

Entrance Color Select the color lighting for the stage entrance area.

Ring Apron Select from several different banners to hang on the ring apron.

Side Curtains Change the color of the curtains surrounding the stage.

Pad Color Select the color of the ring post pads.

Post Color Set the ring post color.

**Rope color** Hey, that matches my tights!

Stage Signs Select different banners to hang on the stage.

Entrance Sign Select different banners to hang inside the entrance way.

Scaffold Banner Select different banners to hang on the scaffolding.
When you've set up the stadium to perfection, press the **B BUTTON** to return to the Pay-Per-View Setup screen.

When you're ready, select **Start PPV** to bring up the PPV Summary screen showing the PPV name, and a list of all the events scheduled. You will return to
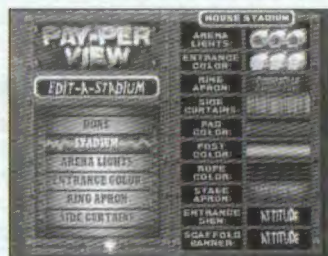
this screen when each of the match types has been completed. The winners of each event are displayed, along with some statistics: Winner Name, Winner Picture, Player #/CPU or Human, etc.

Load PPV Load up and play a previously saved PPV.

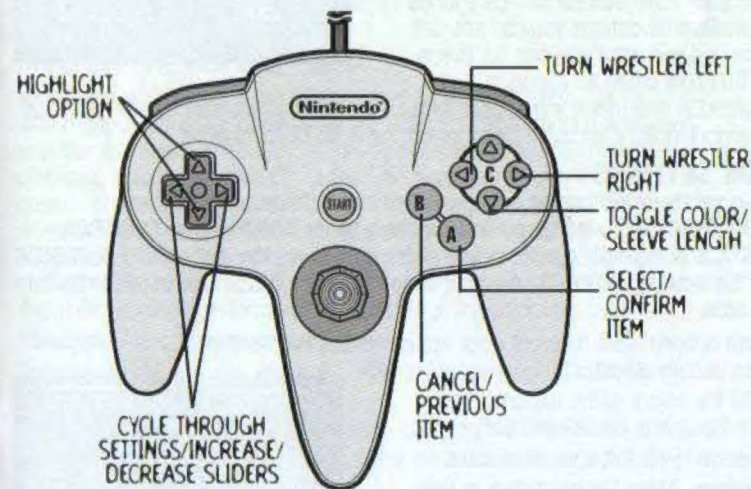**Save PPV** Save your current PPV progress and settings.

Clear PPV Reset the Pay-Per-View.

Start PPV Begin your 𝖂𝖋 SuperStar spectacular.

CREATE A WRESTLER
"Create a Wrestler" is back and it's bigger, bolder and outright goofier than ever! New boots and panties indeed! This is where you can create, edit and save custom wrestlers. Then you can take them in to the ring to prove their mettle in the midst of all manner of 𝖂𝖋 ATTITUDE™ madness!

Controls

HIGHLIGHT OPTION

TURN WRESTLER LEFT

TURN WRESTLER RIGHT

TOGGLE COLOR/ SLEEVE LENGTH

SELECT/ CONFIRM ITEM

CANCEL/ PREVIOUS ITEM

CYCLE THROUGH SETTINGS/INCREASE/ DECREASE SLIDERS

Creating your Wrestler

Create Access the create menu, where you can alter all sorts of body settings, including adding text to costumes.

Name Give your perfect creature the perfect name.

Attributes Assign the desired mix of attributes like stamina, speed, etc.

Moves Choose which moves your wrestler can pull off.

Personality No neurosis here, just Attitude! Use this screen to select your theme music, run-in partner and whether the crowd cheers or boos your wrestler.

Controller Pak Access your Controller Pak to use Save and Load functions, or to Delete.

Clear Erase the current creation.

Highlight Create and press the **A BUTTON**. A menu will appear with a number of options: Body, Head, Upper, Lower, Text, Random and Clear. Select random to have the computer create a wrestler with random elements. Clear will clear any unsaved current creations. The remaining options each have several sub-categories of unwholesome options you can set. Get in there and see what you can do! Press the **A BUTTON** when an option is highlighted. A sub-menu will appear with all the settings you can handle. Scroll up or down to highlight an option, then press the **A BUTTON** to enter.

COLOR SETTINGS

You can set the color/tone on some selected items. To do so, press the **C ▼ BUTTON** to activate the color area, press **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a color option slider, then move the slider (**LEFT** or **RIGHT**) to get the look you want. When you're done, press the **B BUTTON** to return to the menu area.

Different options have different color adjustment options available. You can usually adjust:

Hue All the colors of the rainbow, from yellowed bruise to black-eye blue!

Saturation Sets the amount of color.

Brightness Make the color dark or light.

LENGTH SETTINGS

From Upper>Shirt and/or Lower>Pants (not to be confused with drop trou) you will be able to adjust sleeve and pant lengths to get that all-important ¾ length look that's

so very IT this year. To access the length meter, press the **C ▼ BUTTON** twice (the first press highlights the color settings), then press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to raise or lower your hems! Ooohhh!

ADDING TEXT TO CLOTHES

When Text is highlighted on the Create menu, press the **A BUTTON** to bring up the text editing screen. Select an area you wish text to appear on and press the **A BUTTON**. You'll come to the text input screen. Press the **A BUTTON** on a selected line to access the text input window, then use the **CONTROL PAD/STICK** to highlight desired characters and the **A BUTTON** to input a character. When text is complete, highlight **NEXT LINE** and press the **A BUTTON**. You can set text color by moving the slider. Press the **B BUTTON** to return to the body area menu.

Text options You can choose a large or small font and vertical or horizontal text alignment under Options. Press the **C ▼ BUTTON** to access the options area, then use the **CONTROL PAD/STICK** to highlight your choice. Press the **A BUTTON** to confirm.

Attributes

You assign your creation varying degrees of five attributes (from 1 to 10), with the total equal to 25. Winning the different game modes with your wrestler will improve his skill. As his skills improve, you get more points to distribute across your five attributes. The maximum number of points a custom character can have is 36. Common sense suggests you create a wrestler with balanced attributes, heavier in some areas, lighter in others, but have fun experimenting by creating creatures with, say, plenty of strength but no endurance, or lots of recovery but no speed. You're sure to find their resulting performance entertaining! The attributes are:

Strength Affects damage you deliver.

Toughness Makes you less vulnerable to low damage attacks like punches and kicks.

Speed Impacts walks, blocks, dodges, climbing the Turnbuckle and Cage.

**Recovery** Initial recovery value is lower, plus it lowers your chance of getting stunned.

Endurance Increases your health, making you better able to withstand punishment.

Moves

You can choose which moves you want your custom wrestler to have a move for particular situations, and there are plenty to choose from! To edit a move set, move the highlight to Finisher, Trademark or one of many, many Damage moves (arranged by the level of damage they do). Press the **A BUTTON** to highlight the moves window at the lower left of the screen. Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to toggle through the different situations, and **UP** or **DOWN** to scroll the moves available for each situation. Notice that button combinations for each move appear in the window to the right. To change a button combination, highlight it and press the **A BUTTON**. A button list with all the possible combina-tions for that move will appear. Scroll to your choice and press the **A BUTTON** to select it, or the **B BUTTON** to go back without changing. When you've selected your move for one category (say, your Finisher), press the **B BUTTON** to get back to the move set selection menu and continue until you've got an arsenal of moves that will make your opponent cry "Uncle!"

Selectable Name You can choose from a fine selection of First, Last and Nicknames. You can make up your own nickname or use an alias. If you use an alias in the game, the announcers will refer to the wrestler by the alias selected!
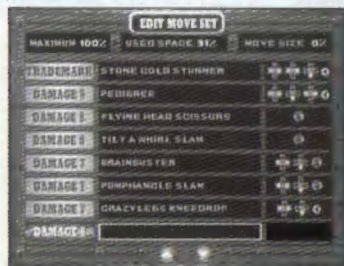
Utilities
MAIN OPTIONS/CONTROLLER CONFIGURATION

Utilities offers a host of gaming options, plus a separate Controller Configuration screen. The main utilities screen offers you these choices:

Control Config See next page for details.
Save Options Access your Controller Pak to save option settings.
Difficulty Select among Easy, Medium and Hard skill settings.
Intros Choose to play with or without the WWF SuperStar intros.
Recovery Wrestlers will regain health during a match (ON) or not (OFF).
Stereo Play with Stereo or Mono sound.
FX Volume Turn sound effects OFF, or choose among Low, Medium and High settings.
Music Volume Turn the music OFF, or choose among Low, Medium and High settings.

Blood Play with festive blood (ON) or don't (OFF).
Language Choose TEEN or EVERYONE. Which setting has the most **ATTITUDE**?
Name Meter Choose to have the superstar's name appear (ON) or not (OFF) or to act as a HEALTH METER .
Damage Meter Turn this meter ON or OFF.
Tieup Meter Turn this meter ON or OFF.
Health Meter Turn this meter ON or OFF.

Controller Configuration

All of the players can change their configuration at the same time. Player 1 has control over entering and exiting the screen. Each player just needs to highlight a control and then press the button he/she wants to use to do that action. When each player is done, he/she presses the done button and the changes are saved.

CONTROLLER PAK MANAGER

The Controller Pak manager will allow the player to turn auto save on and off and allow the player to delete any files on their controller including files created by other games. The Control Pak screen appears exactly the same regardless of the information you are deleting/saving/ loading. Likewise, if you are in the PPV section of the game you will only see PPV files. When you enter the Controller Pak screen, you will be able to delete any and all files on the memory cards/controller paks plugged in.

Superstar Biographies

The talent in the WE is staggering. Here are the mighty men and women that make WE ATTITUDE ™ the most complete and compelling wrestling game ever. If you're good enough to master the mat using this huge roster, you may find some special secret superstars, too!

How well do you know these top talents? Can you match the superstar to his or her portrait?

____ Al Snow
____ BA Billy Gunn
____ Big Boss Man
____ Bradshaw
____ Christian
____ D'Lo Brown
____ Dr. Death

____ Droz
____ Edge
____ Faarooq
____ Gangrel
____ Godfather
____ Goldust
____ Triple-H
____ Jeff Jarrett
____ Kane

____ Mankind
____ Mark Henry
____ Mosh
____ Road Dogg
____ Shamrock
____ Steve Blackman
____ Stone Cold Steve Austin
____ The Rock

____ Thrasher
____ Too Sexy
____ Brian Christopher
____ Undertaker
____ Val Venis
____ X-Pac

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